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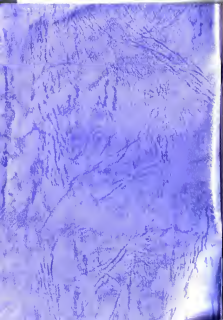
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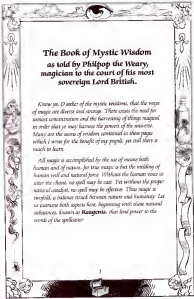
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The Book of Mystic Wisdom as told by Philpop the Weary, magician to the court of his most sovereign Lord British.

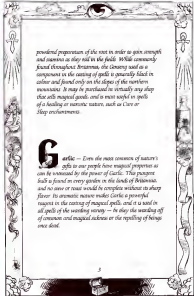
*Know ye, O sinner of the mystic wisdoms, that the ways
of magic are diverse and strange. There exists the need for
almost concentration and the harnessing of things magical
in order that ye may harness the powers of the universe.
Many are the secrets of wisdom contained in these pages
which I write for the benefit of my people, yet still there is
much to learn.*

*All magic is accomplished by the use of means both
human and of nature, for true magic is but the wielding of
human will and natural force. Without the human voice to
alter the chant, no spell may be cast. Yet without the proper
natural catalyst, no spell may be effective. Thus magic is
twofold, a balance struck between nature and humanity. Let
us examine both aspects here, beginning with those natural
substances, known as **Reagents**, that lend power to the
words of the spellcaster.*



Sulphurous Ash — Sulphur is the substance found in nature that is most useful in the generation of fire. It is the color of sulphur ash, when burned, gives off an colour indicative of its great magical strength. For its true power is to be found in the second burning — that is, in the use of the ashon residue of sulphur that has been burned in a crucible fashioned from the skull of a Baboon. Sulphurous Ash is not an uncommon substance, having been a staple of the Wizard's profession through the ages. It may be purchased from any reputable purveyor of magical goods and is useful in the casting of Energy Fields and Magic Shields, as well as in spells requiring a quick burst of light or a sustained glow.

Ginseng — Long prized for its strength giving and medicinal properties, the root of the Ginseng plant is immediately recognizable for its forked shape, and to those initiated in the arcane ways, by its overpowering rose-colored aura. It has been used for centuries by wizards who draw its or draw tea from a



powdered preparation of the root in order to gain strength and stamina as they toil in the fields. While commonly found throughout Britain, the Ginseng root as a component in the casting of spells is generally black in colour and found only on the slopes of the northern mountains. It may be purchased in virtually any shop that sells magical goods, and is most useful in spells of a healing or restorative nature, such as Cure or Sleep enchantments.

6 *arlic* — Even the most common of nature's gifts to our people have magical properties as can be witnessed by the power of Garlic. This pungent bulb is found in every garden in the lands of Britannia, and no time or feast would be complete without its sharp flavor. Its aromatic nature makes Garlic a powerful reagent in the casting of magical spells, and it is used in all spells of the working variety — to delay the working off of common and magical incense or the repelling of beings once dead.



Spider silk — The miracle of Spider silk lies in its tensile strength. Imagine if you will a grown man relying on a strand of catgut to hold his weight all the days of his life. A spider relies on the finest of threads to do just that, and its silk never fails it. We should praise the first weaverling who realized the magical secret of Spider silk, for it is to him or her that we owe the knowledge of binding and restraining spells. The silk of the deadly *Albino Ghoul* spider — both the mummifier and giant varieties — has been used by adepts through the years in rites of magic. The spider farms of the south produce perhaps a hundred pounds of the substance each year and sell it to the merchants of magic, where it is made available to all who ply our trade. It is sad that each year one worker dies the horrible death incurred by the bite of the *Albino Ghoul* spider to secure the potency of the silk, although never has this deliberately been made to happen.



B

lood Moss — is the hero of farmers and the
boon of magicians. It is a deep red fungus that

attacks the crops of those who raise grain, yet it is a vital
component in the casting of spells. Aa caddy to those
who spend their time obstructing the growth of that which
is not natural in nature — for it behaves like no other
plant or mushroom — Blood Moss grows only in the
driest of times, when all around it is perishing from
drought. It cannot survive the absence of direct sunlight,
and thus passes from the earth each night, only to return
when the sun shines mercilessly upon the land.

Blood Moss seems to feed only on ripening grain — it can
lay waste to an acre of corn in a single day and vanish
without a trace at night fall, leaving naught but frayed
stalks waving in the cool, night breeze. The magic of
Blood Moss is thought to reside in its fleeting nature, for
it is used in the spells of movement — from the simplest
levitation to making the very earth movable. As harvest
time comes each year, the merchants and runners to visit
by the fields and gather the Blood Moss. Farmers consider
these runners unskilful and try to chase them from their
fields, but enough show persistence to ensure their masters
a plentiful supply of Blood Moss to sell.



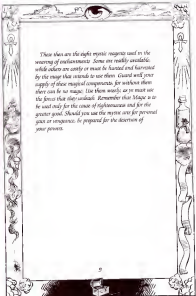
Black Pearl — The Black Pearl is the most highly prized of all the pearls. Well formed ones command a price from jewellers that would buy a score of pearls. Yet Black Pearls are vital in the casting of spells that are hurled from the mage's person and must travel to a final destination. Fortunately for our profession, even rarer than a normal Black Pearl is one that is perfectly shaped. Most are lopsided and lack symmetry — the very quality that makes the jeweller desire them so highly. This means a ready supply for the blackmage — the answer of magic: it is and that, unlike the ordinary pearl which is formed inside an oyster when it seeks to protect itself from a piece of sand or grit, the Black Pearl only forms when the soul of the great pearl is yet another pearl of much smaller size cast astray by the death of another oyster.



Nightshade — Not to be confused with the rank-growing plant of the same name, the Nightshade used in the magical arts is an extremely rare mushroom that is only found in the deepest, most remote forests. It is said to be quite venomous to the touch of all who share contact at its harvest, thus it is never sold in shops and is among the scarcest of magical reagents. To obtain it, one must seek in the deepest forest on the blackest of nights when not even a moonbeam illuminates a single blade of grass. I know not of the precise locations where this exotic fungus can be found, but there are rumored to be those in the lands of Britannia that know this secret. Its chief magical properties are connected with the use of poison and the creation of illusions so real that they can lay the mightiest warrior to the ground. So rare is the Nightshade that it is primarily used in the creation of only the most potent of magics.



Mandrake Root — The root of the poisonous Mandrake plant is instantly recognizable by its human shape and its crimson color. It is said that the sap runs blood-red when the plant is cut down in order to harvest the root. Long prized for its narcotic and purgative effects when consumed in minute portions, the Mandrake Root is the most powerful known substance in the weaving of magical spells that give new shape to the very world around us. The variety of Mandrake Root used in the mystic arts is found only in marshy areas, where the root can thrust deeply into the earth. The more earth that must be moved to retrieve the Mandrake Root, the more potent its effect in the magic of the finder. Many years ago, when our people were but scattered tribes of nomads, the Mandrake was plentiful. As our people have tamed the land, however, and the practice of the mystic arts has become refined, the Mandrake has all but vanished from the face of the land we now call Brevenna. It is never seen in the shops of the towns and castles, and hardly even sold privately if found. Many of our professors have devoted lifetimes to the search for Mandrake Root without ever coming into possession of a single piece of it.



These then are the eight mystic reagents used in the weaving of enchantments. Some are readily available, while others are costly or must be hunted and harvested by the mage who intends to use them. Guard well your supply of these magical components, for without them there can be no magic. Use them wisely, as ye must use the forces that they unleash. Remember that Magic is to be used only for the cause of righteousness and for the greater good. Should you use the mystic arts for personal gain or vengeance, be prepared for the desertion of your powers.





Awaken — Should you or any of your fellows ever be so unfortunate as to come under the influence of a magically induced slumber, the use of a Spell of Awakening will often alleviate the condition. It is a simple spell which may be cast by the beginning student of the mystic arts with little effort or cost. It requires the use of Gensung for its healing qualities and Garlic in order to ward off the coming of sleep until the victim's body has returned to its normal cycle of wakefulness and rest. Blend the two magents carefully and apply the mixture to the brow of your sleeping companion and chant "levate" loudly.





B

link — Many are the occasions that the character needs to be elsewhere in very short order and finds that neither horse nor ship nor any other conventional form of travel is of sufficient promptness for the situation. Magical means of travel must then be used, of which the blink spell is the most common. The spell disassembles the mage and companions and reassembles them at a spot many leagues distant in any chosen direction. There are means of travel that cover far greater distances than the blink, but they are far more costly and have other limitations which we shall examine later in this work. The blink can only move the party distances perceptible to the mind of a common person.

The components needed for the casting of a blink spell are Spider Silk and Blood Moss. The binding powers of the Spider Silk prevent the assemblage of the traveler from being scattered during transit, while the Blood Moss aids in the movement from one location to the next. Equal quantities of each reagent ensure the proper working of the enchantment. The concentration required for blinking is such that the spellcaster will most certainly feel the effort, but not be left exhausted.



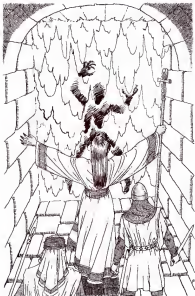


Care — Numerous creatures abound throughout the lands of Britannia. Rarely are they evil, nature having provided them with their sting as a means of defense against larger predators. But without proper attention, wounds can fester and lead to the death of a victim. Furthermore, evil mages may use various, poisonous energy fields during battle or erect such barriers to prevent the righteous from reaching their caches or sanctuaries. Fortunately, the great wizard Janeth Niv devised a countering magic for the effects of all venoms and recorded his findings for future generations to use. The Cure spell is effected by the use of a mixture of Garle and Ganseng and the calling of the victim's name to locate the extremest ail. The restorative powers of the Ganseng nullify the effects of the poison in the victim's system, while the use of Garle wards off the return of any venereal residues that may be dormant in the blood.





Dispel — One of the staples of the wizard's profession is the use of energy fields. We shall discuss the casting of such fields shortly, but first let us examine the means of dismantling them when they are encountered. Although there are various forms of such fields, they are all created with a similar magic and thus may be Dispelled with a single spell. The Dispel enchantment is one of moderate difficulty, far more exhausting than the creation of energy fields. Often touching the field may prove disastrous, so the enchantment must be cast from afar and thus requires the use of the precious Black Pearl needed in all projectile spells. Furthermore, Sulphurous Ash is needed to provide the flash of power that brings the dissolution of the forces holding the field together. Finally, the wand's powers of Gestic are also employed to prevent the forces from reassembling at the spot where they were previously concentrated. To effect the spell, speak backwards the colour of the type of field encountered.





Energy Field — There are four types of Energy Fields known to the practitioner of the mystic arts: Sleep, Poison, Fire, and Lightning. Their effects are varied, but the magic used to erect them is the same in each instance. Any person attempting to pass through an Energy Field will run the risk of either falling asleep or being poisoned in the case of the first two types; if the field is of Fire then their flesh shall burn as they pass through and they shall feel much pain and anguish; while the field composed of Lightning is impenetrable. The casting of Energy Fields is not difficult and requires only a small portion on the part of the spellcaster, but the fields are only effective in enclosed areas such as subterranean passages and mounds of earth. The required incantary in the casting of these Energy Fields are Sulphurous Ash for the burst of creation, Spider Silk for the binding of forces to a single spot, and Black Pearl for the launching of the spell to a spot away from he who works the magic. It would be a grave error indeed to cast such a spell without the latter component, for you would find yourself in the midst of the field!



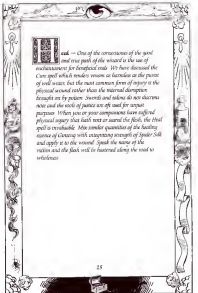
Fireball — When beset upon by evil, the spellcaster has many offensive tools at his or her disposal. We have discussed some of the indirect magics such as Energy Fields, but there are times when more direct action is required. There is a class of missile spells for such occasions, of which the Fireball spell is the intermediate one. All such spells call for the use of the precious Black Pearl for its power in the launching of projectiles. In the case of the Fireball, Sulphurous Ash is also called for as equal proportion, for its powers of fireflash are integral to the creation of flaming missiles. Speak the name of your enemy when the spell is cast and your aim shall be unerring and your enemy will be devastated by the flames of the magical fire.



Gate Travel — In the repertoire of teleportation enchantments, Gate Travel is by far the most powerful. This is because it not only utilizes the magenta and charts of most magics, but also the power of the gates of the mages that control the very oceans and tides. The magespores are located throughout Boreasus, and appear only at certain phases of the twin moons Tarnemel and Telacca. To cast the spell of Gate Travel, one must speak the name of the mages as the reagents are stored. As the enchantment takes effect, the spellcaster and any companions will be instantly carried to the location of the desired magespore.

It has been a long-standing tradition among the practitioners of the magic arts to zealously guard the secret of the components of the Gate Travel spell. It is said that revealing those reagents will seal the use of the gates to the one who divulged the key. Of course, none has dared to speak of them for fear of losing one of the most powerful and fascinating spells in the lore of enchantment. This writer is no exception to this belief.





Head — One of the corrections of the good and true path of the wizard is the use of enchantments for beneficial ends. We have discussed the Cure spell which renders venom as harmless as the purity of well water, but the most common form of injury is the physical wound rather than the internal disruption brought on by poison. Swords and talons do not discern race and the tools of justice are oft used for unjust purposes. When you or your companions have suffered physical injury that hath rent or lacerated the flesh, the Heal spell is invaluable. Mix smaller quantities of the healing essence of Gwenny with integrating strength of Spider Silk and apply it to the wound. Speak the name of the victim and the flesh will be hastened along the road to wholeness.





Lebail – This magic, the second most potent in the mage's arsenal will bring the chill of the grave upon your enemy and the very blood of the victim will freeze as if it were undissolved. Ice is heavy and the toll of casting this spell is equally weighty. All but the merriest of our profession will needs take rest after casting. Remember to speak the name of your intended victim as you cast the magenta aloft, lest your efforts be for naught. The important ingredients have unfortunately been lost.



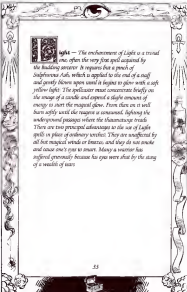
Jinx — There are but two enchantments more powerful and difficult than the jinx spell, and but one of similar potency. When faced with a closely packed bundle of enemies, mix together equal quantities of Black Pearl, deadly Nightshade, and the crimson Mandrake Root to cast on your opponents. Call to their attention the vulnerability of their backs and weave the magic. They shall turn and stare each other as if each was alone in a crowd of mortal foes. The Black Pearl shall carry your spell to their very souls, while the hallucinatory might of the Nightshade will confound them beyond the boundaries of common sense. Mandrake Root lends the power of conviction to their misconceptions. The duration of the enchantment is varied, but throughout its course the spellcaster will be reminded of its potency by the presence of a glowing **J**. Be warned, however, that the casting of the jinx spell requires great caution.



K

44 — *The Kill spell is the most powerful of the middle enchantments. It is the favorite of evil wizards and its use is prohibited by most teachers of the magic arts. Nevertheless, when faced with a foe of singular strength and a truly evil nature, the wise mage can well prepare a mixture of the highly rare Nightshade and medicinal Black Pepp and speak the Destructive of the enemy while casting the reagents toward the foe. As the last syllable of the chant fades, all of the target's vital organs shall cease to function for the space of seven heart beats. This is usually fatal, although some beings of exceptionally hardy constitution will survive a single kill spell. The enchantment may be woven several times, but takes a fierce toll on the energy and concentration of the caster. It is easier to Dope a field of vibrant energy than it is to stop the functioning of a living being.*





Light — The enchantment of Light is a crowd one, often the very first spell acquired by the budding sorcerer. It requires but a pinch of Sulphurous Ash, which is applied to the end of a staff and gently blown upon until it begins to glow with a soft yellow light. The spellcaster must concentrate briefly on the image of a candle and expend a slight amount of energy to start the magical glow. From then on it will burn softly until the reagent is consumed, lighting the underground passages where the shamantrange tread. There are two principal advantages to the use of Light spells in place of ordinary wickets. They are unaffected by all but magical winds or barriers, and they do not smoke and cause one's eyes to smart. Many a warrior has suffered grievously because his eyes were shut by the sting of a wealth of warts.



Magic Missile – There are generally very few of any spells that are learned early in the practice of wizardry which are both useful and expertly sought after by those dabbling in the mystic arts. The beginning thaumaturge almost always yearns for spells that devastate or create startling effects. The weaving of weather or the mastery of short vertical teleportations do not inspire awe and glory. The one simple spell that does truly inspire awe at little expense to the spellcaster is the Magic Missile. It requires the use of Sulphurous Ash and Black Pearl in the casting, and it will cause a tremendously bright flash of blue light to strike an enemy. While not visibly marked, the enemy will receive a fair amount of internal damage, said by the cynical to be brought about by fright more than by power. The Magic Missile is a useful enchantment in battle, but is a more spectacular than effective and will not deter most enemies larger than the spellcaster who wields it.





Nagato — when faced with a greater or more
willing magic than one's own, the practitioner
of the magic arts may decide it best for all involved to
suspend everyone's use of thaumaturgy for a short time.
At this time one should invoke the powers of the Nagato
spell by mixing Gorb's with its wending characteristics
together with the exotic Mandrake ripe with magic
potency. To this blend add but an equal amount of
Sulphureus Ash to provide the spark of flame and speak
your own name backwards. All magic shall instantly
cease save the enchantments of Nagato itself, which is
manifested by the vision of a glowing "N" hovering
before your eyes. The Nagato spell will last only a brief
time, which should be used for either the inhibition of
your enemies or for the pacific removal of your presence
from the troubled spot.





pen — There was once a time when all things were fair and just. The principal vessel used for the transport of one's worldly possessions in those times was the wooden chest, which is still the popular means. But since the advent of the evil ones and their lasting influence on the inhabitants of our fair land, the practice of placing obnoxious and sometimes lethal traps on the locks of chests has become quite commonplace. Virtually all folk use such devices, even the denizens of the underworld who guard naught but ill-gotten wealth. To bypass these sinister mechanisms the thaumaturge read but utter the chant: "**Appar Urem**" and sprinkle a mix of Sulphurous Ash and Blood Moss on the offending lock. The fumes of the Sulphurous Ash powers the movement potential of the Blood Moss and the lock will open itself safely, leaving the contents of the chest at the disposal of the spellcaster.





Protection — There are times during the heat of battle when one finds the best form of offense is to be taught but a good defense. When faced pressed by fierce antagonists, the wise magician will mix together the pungent Sulphurous Ash, Genseng, and Garlic and invoke the spell of Protection. The wholesome qualities of the Genseng, together with the repellent strength of the Garlic, serve to shield the wizard and all companions from the onslaught of their enemies. Such Protection is not always effective, but may be of great use. Sulphurous Ash provides the energy fire that fuels the incantation, and also serves to ward one's appearance with an animal flesh as the spell begins to function. Protection is not a simple spell, but neither is it an exceptionally strenuous spell to cast. Its duration is short, and during the course of its shielding the mage will be rewarded of its effects by a glowing "P" hovering before his or her eyes.





Quickness – The spell of *Quickness* is one of the most unpredictable yet potent spells in the wizard's collection of enchantments, and one of the most telling on his or her companions. When cast during battle, the *Quickness* spell will heighten the natural dexterity of one's fellows to such a degree that they will move with twice their normal agility – at times they will be able to land two blows against their foes instead of the customary single strike during a round combat. The price is age: for the recipients of the extra speed incurred by the use of *Quickness* will age briefly while under the sway of the enchantment – yet most feel that an occasional grey hair is but a small price to to pay for the advantage of dealing twice the number of blows that one might receive. The reagents for the *Quickness* spell are fiery, sulphurous Ash, Ginseng, and volatile Blood Moss. The Sulphurous Ash lends the flashes of energy needed by the beneficiaries of the enchantment, while the healing powers of Ginseng prevent them from aging so rapidly as to become greybeards after a single encounter. Throughout the course of the *Quickness* spell, the applicator will be reminded of its effects by the vision of a bright, glowing "Q."





Resurrect — Many are the necromancers and sorcerers that dwell beneath the surface or in the forests and marshes of Britannia. Even groups of men refuse and force warriors are subject to lines are tragic to hear. If a comrade is slain by an enemy all is not lost in the presence of the most accomplished of magics. There exists the means to bring back a comrade from the land of the dead — not as an undead once-dead being — but as a living, breathing creature of flesh and blood returned to life, albeit in an extremely weakened condition. Each wizard must needs determine the components of this enchantment that work best with their own magic, for the combination is said to be unique to each spellcaster. What is known about raising this the most potent of all enchantments is that it requires the spellcaster to scatter the reagents to near the victim's body, while calling out the name of the slain comrade in a voice of thunder. The magic is extraordinarily taxing, and rare is the mage who can continue to weave spells without rest once this enchantment has been successfully cast.





S

leep – There are moments in the lives of every practitioner of the magical arts where discretion is truly the better part of valor. Not all foes are truly evil and deserving of annihilation – rarely, some are but beasts of the field seeking provender and are entitled to life as much as you or I. Yet, unchecked these creatures pose as great a threat to one as a score of rabid orcs. It is in such situations that the wise thaumaturge weaves a Sleep spell and leaves his opposition in deep slumber whilst varying the current location. The Sleep spell is truly a serious enchantment that requires a fair amount of mental energy to cast, but it is not of such import as to leave the spellcaster breathless or exhausted. Not one soul, however, knows the whereabouts of the secret recipe.

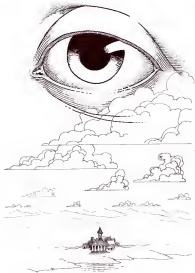


TERROR — The Terror spell is a very potent magic indeed. Fear spells are as exhausting and nerve awe Paralyticum have a more stinging or dramatic effect. Carefully blend portions of Sulphurous Ash with Blood Moss and Mandrake Root and cast it at the feet of your opponents while shouting as loudly as possible. The volatile Sulphurous Ash shall furnish the flash of power to the movement potential of the Blood Moss and the Mandrake Root will lend raw nervousness fear to the spell. The very earth will tremble and quake beneath the feet of your enemies and they will fly in terror, save those that are swallowed up entirely in the very ground itself. No spell in the lore of the wizards has as much power to strike fear into the hearts and minds of those that suffer its mighty impact, but use this enchantment wisely, for it will leave you as weak as a newborn babe.



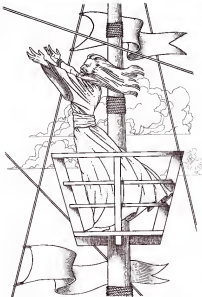


Undead — Ever since the coming of the evil wizard Morduin and his hellish offspring, the lands of Britannia have been plagued by the return of creatures already slain. These once-dead beings take many forms, the most common being the animated skeletons of men and goblins, or the ghastly forms of flesh-eating corpses that have been resurrected from the land of shades to wreak havoc on the living. These apparitions are covered by the light of righteousness and fight as warriors in a cause. Nonetheless, they are hard to kill and never tire in battle and thus may jeopardize even a seasoned band of adventurers. Each mage knows a form of turning them aside when encountered, but the components of such magics are personal and depend on the spellcaster. You must use your knowledge of the properties of magical magics to determine which two will lend form to your re-harmonies of Undead turning. When you have found the proper creature, cast it at your foe while chanting the name of what the creature once were when they trod the earth in life.





Where — The lands that we now call *Uncharted* in honor of the wise and just influence of Lord British are vast in scope and hold many uncharted regions. Although cartographers have traveled all the circumference of the main continent, many internal areas have yet to be accurately recorded, while there are numerous islands rumored to exist to the southeast with nary a chart to show their location. Here the practitioner of the mystic arts has a great advantage over the wanderer or seafarer in that the *View* spell may be woven when the need arises. The *View* incantation is of middling difficulty and involves the use of hallucinatory *Nightshade* and powerful *Mandrake Root*. *Mandrake* lends power to the enchantment while *Nightshade* provides a mystic overview of all the land within the range of a simple *blink* spell. Simply blend the ingredients and speak out the name of the region through which you travel.



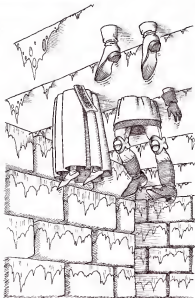


Wind Change — Not all *Artemisia* is impossible on foot, and oft times the wizard will find the road to embark on a sea voyage to reach some certain destinations in the pursuit of Truth. Once aboard ship, most voyagers find themselves at the mercy of capricious nature with her ever-changing winds. That is not true for the practitioner of the mystic arts, however, for through magical means one may control the very direction of the wind, albeit for but a short span of time. *Wind Change* is not a taxing enchantment; indeed a powerful wizard can cast it almost consciously, although it is not so trivial as opening trapped doors or effecting minor teleportations. Simply use *Sulphurous Ash* for power and *Blind Moss* for movement to cause the wind to a more favorable direction. Speak the name of the patron of winds and call out the direction desired and the wind shall change at your bidding.





71 - When trapped in the bowels of the earth, weary and bottlenecked with a long road ahead to the surface, the use of the spell can be beneficial. Aside from the moving Blood Mass and the Binding Spider Silk which ensures the safe passage of the disincorporated party, this spell requires the use of the Sublimous Rod to provide the flame that guides the party from the depths of darkness to the world of sunlight. Successful casting of the spell will surely return them to that selfsame spot.



Up – The two most elementary forms of teleportation may be used only when underground. The more difficult of the two was first crafted by mage Penihak Grace. Kaurhak Grace discovered that a blend of Blood Mias and Spider Silk, in conjunction with the spoken names of the moons would cause one who wears it to be lifted upward through the very soil to the next highest level of a dungeon. The Spider Silk holds the party together during their transit, while the Blood moves them ever closer to the moons.



Dread – The Dread spell is perhaps the simplest of all the illumination spells. It requires the same components as the Up spell – a black body, black Mud, the elements and Spirit. It's for its sinister qualities – but requires half the normal lighting and concentration on the part of the spell user – and is a much less dangerous spell than it once was and therefore, the spell, the spellcaster's focus on the targets and ritual effects is somewhat lower. The lower the lighting of the effects the higher the probability of the party actually becoming involved in a danger.

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